

babyCLONE v0.1

Opening Bids

Pass	= 12-16 high card points.
1♣	= 9-11 NT or 17 high card points plus.
1♦	= 0-7(8 balanced) high card points.
1♥/♠	= 8-11 high card points, 5 cards plus.
1NT	= 8-11 high card points, 5-4 plus in minor suits.
2♣/♦	= 8-11 high card points, 5 cards plus.
2♥	= 3-7 high card points, Weak Two in either Hearts or Spades.
2♠	= 3-7 high card points, 5-5 in reds or blacks.
2NT	= 20-21 NT.
3NT	= Solid minor suit.
3/4X	= Preemptive.

Opening Pass

Pass	= No wish to bid!
1♣	= 8 high card points plus without any of the hands described below.
1♦	= 5-7(8) high card points without 5 card Major.
1♥/♠	= 4-8 high card points, 5 cards plus.
1NT	= 8-11 high card points, 6 plus Clubs.
2♣	= 8-11 high card points, 6 plus Diamonds.
2♦	= 8-11 high card points, 6 plus Hearts.
2♥	= 8-11 high card points, 6 plus Spades.
2♠	= 8-11 high card points, 5-5 in minor suits.
2NT	= 13-15 NT.
3X	= Natural GF.
3NT	= 16-17 high card points, 3-3-(4-3).

Further bidding:

After Pass - 1♣ most of the opening schema for [CLONE](#) is used.
(http://home.no.net/raptor/web_bridge/cloneart/all.html).

Pass - 1♣	
1♦	= 12-13 NT, or natural with 4 plus Diamonds.
1♥/♠	= 12-14 high card points, 5 cards plus.
1NT	= 14-16 NT
2♣	= Natural with 5 cards plus.
2♦/♥/♠	= 15-16 high card points, 6 cards plus.

Pass - 1♦	= Natural, searching best part score.
Pass - 1M	= Part score bidding, but 2NT from opener shows 4 card

Pass – TR	support and maximum. = To play if opener accepts transfer. 2NT is at least invitational with support. Opener bids singleton/void or own suit.
Pass - 2♠	= 2NT shows invitational values with (at least) one 4 card minor. 3♣/♦ is for play.
Pass - 2NT	= Stayman and transfers

Opening 1 Diamond

1♦ shows 0-7 high card points, or 8 high card points balanced.

Responses:

Pass	= Long Diamonds.
1♥/♠	= 3 plus suit, non-forcing, opener should pass with 3 plus cards.
1NT	= "Dynamic NT", 19 high card points plus (with unbalanced hand may be less) F1.
2♣/♦	= Natural, non-forcing.
2♥/♠	= Preemptive.
2NT	= 20-22 high card points, balanced.
3X	= Preemptive.

After "Dynamic NT"

1♦ - 1NT

2♣	= Negative 0-4 high card points, any distribution.
2♦	= 5-8 high card points, 4/5 Hearts.
2♥	= 5-8 high card points, 4/5 Spades.
2♠	= 5-7 high card points, unbalanced, without 4-card Major.
2NT	= 5-8 high card points, balanced, without 4-card Major.
3X	= 5-7 high card points, 6+L.
3NT	= 5-7 high card points, 5-5(+) minors.

1♦ - 1NT

2♣

2♦	= GF, any distribution.
others	= Natural, non-forcing.

After Double (very important!)

Pass	= 3 plus Diamonds, no other 5 plus suit.
Redouble	= a) SOS. I haven't got 3 Diamonds and any 5 plus suit. = b) 17(18)+ high card points, any distribution.

1♥ = a) 5+Hearts
= b) may be artificial with 4♠-4♣ or 5♣-3♠

After next double:

Pass = I've got hearts!

Redouble = 5♣-3♠

1♠ = 4♠-4♣

1♠ = Natural, 5 plus suit, eventually bluff with long Hearts.

1NT = 5-5(+) any suits.

2X = Natural, preemptive.

After Overcall:

New suit = Natural, non-forcing.

Double = Negative 15(14) plus or 18 plus, any distribution.

1NT = 16-19 balanced, with stopper.

Cue-bid = Michaels.

Jump in NT = 5-5(+) lowest suits.

One Example:

1♦ - 1♥

Pass = No comments.

1♠ = 4-7, 4+.

1NT = 5-8, without 4-card Major, balanced.

2♣/♦ = 5-7, 5+L.

2♥ = 5-8, 4♥.

2♠ = 5 plus and 4♥, 5-8.

3♣/♦ = 5 plus and 4♥, 5-8.

2NT = 5♥, 5-7, any singleton/void.

3♥ = 5♥, 5-8, without singleton.

Note! After double all further redoubles are SOS.

After "Dynamic NT" all responses except 2♣ are game forcing.

Redouble SOS you bid with 0-16 strength!

Opening 1 Heart / 1 Spade

As [CLONE](http://home.no.net/raptor/web_bridge/cloneart/all.html), with respect to the limited opening range.
(http://home.no.net/raptor/web_bridge/cloneart/all.html).

Opening 1 No Trump

1NT - 2♣ = Relay.
2♦ = To play.
2♥/♠ = To play.
2NT = Invitational.
3/4m = Preemptive.
3M = Invitational with own good suit.
3NT = To play.
4M = To play.

1NT - 2♣
2♦ = Non-descriptive. Further 2M is invitational, and 2NT search for 5-card Minor.
2M = 3 cards. Further 2NT search for 5-card Minor.
2NT = 5-5
3m = At least ♦ Jxxxx

Responder's 3m after 2♣ is NF. 3♥/♠ (even 'raise') is natural GF.

Opening 2 Clubs

As [CLONE](http://home.no.net/raptor/web_bridge/cloneart/all.html), with respect to the limited opening range.
(http://home.no.net/raptor/web_bridge/cloneart/all.html).

Opening 2 Diamonds

2♦ - 2♥ = Relay.
2♠ = Natural, NF.
2NT = Transfer to 3♦. Contains i.e. the NF hand with Hearts.
3♣ = Natural, not forcing.
3♦ = Invitational.
3♥/♠ = 6 plus, GF.
3NT = To play.
4^{new} = Void, Diamond support.
4NT = RCBK
5♦ = To play.

2♦ - 2♥
2♠ = Natural.
2NT = Maximum.
3♣ = 4 cards Hearts.
3♦ = Minimum.

- 2♦ - 2NT
- 3♦ - Pass = Preemptive style.
- 3♥ = Natural, not forcing.
- 3♠ = Spades plus Clubs (5-5)+, GF.
- 3NT = Both Majors (5-5)+, GF.
- 4♣ = Hearts plus Clubs (5-5)+, GF.
- 4♥/♠ = Singleton, slam interest with Diamond support.

Opening 2 Hearts

- 2♥ - 2♠ = Pass or correct (P/C).
- 2NT = Relay.
- 3m = Natural, F1.
- 3♥ = P/C.
- 3♠ = Natural, F1.
- 4♥ = P/C.

- 2♥ - 2NT
- 3♣ = Hearts, maximum.
- 3♦ = Spades, maximum.
- 3♥ = Hearts, minimum.
- 3♠ = Spades, minimum.

Disturbed Bidding

- 2♥ - (X) -
 - Pass = P/C.
 - 2♠ = Spades.
 - 2NT = System on.
 - 3m = Natural, NF.
 - 3♥ = P/C
 - 3♠ = Natural, F1.
 - 4♥ = P/C.

- 2♥ - (2♠) -
 - X = Negative.
 - 3/4♥ = P/C
 - 2NT = System on.
 - 3m = Natural, NF.

- 2♥ - (3m) -
 - X = For penalties.
 - 3♥ = P/C.
 - 3♠ = Natural, F1.
 - 4m = Bid your suit.
 - 4M = To play.

Opening 2 Spades

All other answers than 2NT is for pass or correction.

2♠ - 2NT

3♣ = Blacks, minimum.

3♦ = Reds, minimum.

3♥ = Reds, maximum.

3♠ = Blacks, maximum.

Disturbed Bidding

2♠ - (X) - XX = Strong hand, but pull if red.

Pass = P/C.

2NT = System on.

Higher bids than 2NT is P/C.

2♠ - (3♣/♦/♥/♠) - X = Negative.

Bids = P/C

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